

P.O. BOX 177, BOX HILL, 3128.

\$2.00

# MCCC NEWS

THE MONTHLY NEWSLETTER FROM THE FAMILY COMPUTER CLUB

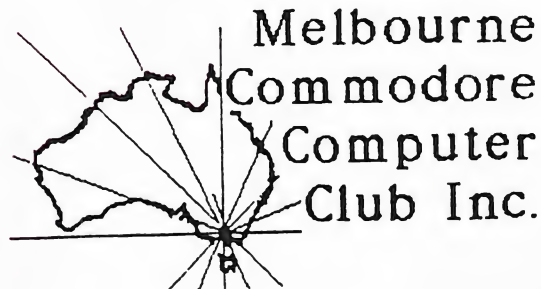
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**JUNE 1994**

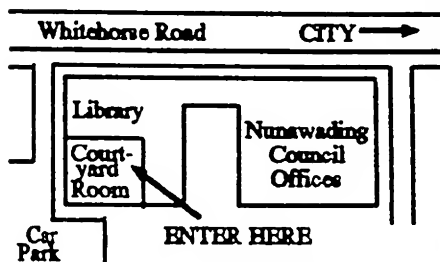
VIC 20 C16 PLUS 4 C64 C128 AMIGA



# Melbourne Commodore Computer Club Inc.

**Postal Address:**  
P.O. Box 177,  
Box Hill, Vic. 3128.

Club meetings are held on the  
second Wednesday of each  
month at the Nunawading Civic  
Centre in the Courtyard Room.



Meetings begin at 7.30 p.m.  
Please make an effort to arrive  
on time so the meeting can  
begin with no delays.

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All opinions expressed are those  
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articles and not necessarily those  
of the MCCC Inc.

**Newsletter Editor:**  
Dorothy Millard  
12 Venetian Court,  
Croydon, Vic. 3136.

Telephone (03) 725-0682  
Articles for the newsletter may  
be hardcopy (handwritten is  
equally acceptable), C64 or  
Amiga disk. All club members  
are invited to submit articles.

**Secretary:**  
Robert Morrow  
23 Gidgee Avenue,  
Lower Templestowe, Vic. 3107.

**DEADLINE FOR NEXT ISSUE**  
1st July, 1994.

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**MEMBERSHIP FEES - Visitors Welcome**  
\$35 per year Family Membership  
\$3 VISITOR (family - includes FREE Newsletter)

### BENEFITS OF MEMBERSHIP

- \* Monthly newsletter mailed to all members.
- \* Pedlar's trading table selling recycled computer wares and blank 3 1/2" and 5 1/4" disks at competitive prices.
- \* Magazine Library - Magazines are available for members to borrow.
- \* Access to the club's extensive C64 & Amiga PD libraries - club disks available at meetings for only \$2 each.
- \* Help is available to assist in solving problems.
- \* Computers for members' use.
- \* Monthly demonstrations

**MAY DEMONSTRATIONS**  
C64 - Printshop Screen Magic  
Amiga Corner - Cinemorph  
C64 Corner - A look at GEOS

### COMMITTEE FOR 1994/95 CLUB YEAR

PRESIDENT .....	Bernie O'Shea
SECRETARY.....	Bob Morrow
SECRETARY'S ASSISTANT .....	Jim Davies
TREASURER .....	George Flanagan
EDITOR .....	Dorothy Millard
C64/128 LIBRARIAN .....	Shirley Young
AMIGA LIBRARIANS .....	Brett Eden & Darryl Hunter
PEDLAR/DISK SALES .....	
MAGAZINE LIBRARIAN .....	Grant Davies
PUBLICITY .....	Brett Eden
COMMITTEE MEMBER.....	Rob Jackson
COMMITTEE MEMBER.....	Leoni Parsons

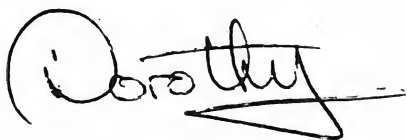
In this month's magazine there should be something for everyone. Copies of "Commodore Network" should be available by the next meeting for members who would like to purchase a copy. The magazine cost is only \$3.50 each (far cheaper than the glossies) and is a dedicated C64/128 magazine. It contains many and varied articles of relevance to C64/128 owners. As magazines of this nature are becoming few and far between, those who are aiming to support Commodore should be supported.

We have received a letter from Commodore Business Machines (Asia Pacific) Ltd. giving User Group News and I have reprinted their letter in part so you are up to date with what is happening within that organization.

From information I have received (but don't hold me to it), it appears that Commodore US and subsidiaries in France, Spain and Belgium, have been liquidated because they found an Asian investor who is willing to inject enough cash to startup Commodore's business again. The American structure should be maintained and employees should be hired again when the storm is over. It seems the names "Commodore" and "Amiga", as well as the product line, will be maintained and supported in the future. The operations of Commodore Germany, Italy, GB and Scandinavia continue.

The club is organizing, in association with the Hills Talisman Group, a BBQ in the hills followed by a demonstration of bulletin boards and modems. This is a very kind offer on the part of Ivan Blitz who is offering his home, and it would be nice to see a large group visiting for this interesting and informative demonstration. They have a lot of knowledge in this area to share. Details of when and where etc. are given elsewhere in this newsletter. Don't forget to let Bernie or myself know should you be interested so we have some idea of numbers.

Until next month.....



## COMMODORE VOICE

"Friendz and Contax" has now become "Commodore Voice." It has been improved with a totally new format, while still offering the same services they always have. The magazine will be monthly, more streamlined and with uniform, easy to read text. Their motto is "Best not Biggest" and they aim to improve all their current services.

"Commodore Voice" is the mail meeting place for all C64/128 Commodore computer users world-wide.

If you would like further information about "Commodore Voice" write to Steve Hedges, 11 Dunsford Street, Whyalla Stuart, SA, 5608, or Cathi Cherry, 30 Bayview Road, Lauderdale, Tas, 7021.

*Tea and coffee is available free of charge at each meeting in the kitchen, which is opposite the entrance.*

*Please help yourself and when finished wash, dry and put away your cup.  
Thank you.*





**C64/128**

**Commodore Voice**

*The Mall Meeting Place for  
all Commodore computer  
users world-wide.*

Do you own a C64/128  
computer? Would you like to  
meet others from all over the  
world? If so Commodore  
Voice is for you.

Write to:  
11 Dunsford Street,  
Whyalla Stuart, SA 5608.



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**PEDLAR'S CORNER**

Make yourself some money and  
sell your superceded computer  
wares at Pedlar's Corner. Bring  
goods to be sold along around  
7.00 p.m. and pick up anything  
left around 9.15 p.m.

Please complete a form  
detailing the goods to be sold and  
price. Forms are available from  
Pedlar and are printed  
periodically in the news- letter.  
Please also ensure that goods are  
labelled with your name and the  
price required. A 10% com-  
mission is payable to the club.

## Profile

The profile segment has been introduced, to firstly introduce general club members to their committee, and later on to let you get to know other club members and their interests. Over the course of the next few months you may be asked to complete a Profile Form. No information will be included that you do not wish and there will be no pressure to complete one if you prefer not to.

Name: **DARRYL HUNTER**

Computer(s) Owned: **AMIGA 2000, Commodore 64, Commodore Vic20 and Amstrad Notebook**

Other Computer Equipment Owned: **14.4K Fax Modem, HP Deskjet Printer and Commodore MPS 1230 Printer.**

What do you use your computer for? **Uni, BBS'S, Learning, FUN!!!**

How long have you been interested in computers? **13 years**

How long have you been a member of MCCC? **9.5 years.**

Committee positions held? How long? **Assistant Amiga Librarian for a couple of months.**

Family: **Single and looking!!!**

Other Hobbies: **Skydiving and pool.**

## Commodore Network

Commodore Network is a dedicated C64 magazine published in Australia.  
You can now pick up your copy at club meetings.  
Cost \$3.50 each. There is no need to order.

# A Chat with the President



It's June. Another month of battling with the computer has passed. Or maybe another month of achieving new and satisfying things with your old war horse!

I feel sad in a way that I can say "old war horse" even to our Amiga members, because I read today that Commodore Asia Pacific (the remnants of the local Commodore company) has stopped supplying new Amigas, and dealers are having trouble getting parts for repairs. However, I believe warranty work is still being carried out, for those people who have machines still under warranty. Our club is also affected by this situation, because we cannot obtain the necessary parts to upgrade our old A500. Luckily, we have members who are willing to bring along their enhanced machines to club nights so we can demonstrate the latest programs.

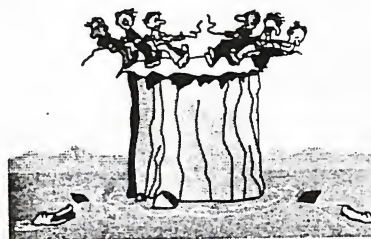
As I write this, the current rumour has the giant Japanese company Samsung interested in coming to the rescue of Amiga technology. If this happens, it could be the best thing yet for the future of the line. To those of you who like to follow the fortunes of Commodore, I recommend the "Mostly Amiga" column in Tuesday's Age, written by Andrew Farrell. He seems to be up with all the latest info.

My own computing this month has had two highlights. Firstly, I received the latest Fun Graphics Machine Clipart disk. After all the discussion lately about the best way to order this type of program, I decided that I would stick with my proven method, and order directly from the source. I rang the "FGM CONNECTION" number, and spoke directly with the author, Ron Hackley. It's a good feeling to deal with such a nice man, and once again he agreed to post the disk on trust straight away. We discussed his plans for a considerably improved FGM which he says should be ready next year. He also told me about a distributor of FGM in Texas who offers a credit card facility - might be worth checking out for large purchases. Of course,

by the time I paid for the phone call, postage, and the American dollars, my Clipart disk cost more than through the Australian agent. But, on the other hand, I was able to catch up on gossip, and I had the product within two weeks. (And, by the way, the artwork is grouse!)

My other area of interest this month has been catching up on the latest "Gazette" disks, which have been gathering dust for lack of time. I have been playing a simple game called "Setz" from the March issue. A simple little pattern matching game which tends to suck me in. Also on the same disk is a C128 program which creates those 3D images which look like random dot patterns, and it really works. The May disk had a program called "Fractal Draw" which creates a landscape (actually a coastal-scape with islands, cliffs, and ocean), from a random number supplied by you. I suppose I'm too old to be converted to games where you have to have a sturdy joystick to destroy the baddies, but there are some good examples of those also on the Gazette disk.

Lastly, I finally got around to joining the GeoClub, and I am looking forward to receiving a new catalogue full of goodies. As long as someone, somewhere is producing new programs and/or artwork for the C64, then the computer will never die. And they will keep producing these if WE SUPPORT THEM. I urge you not to sit back and just copy somebody else's new software. Get out there and spend some dollars to support those who support you. Long live the 64!!



**DON'T FORGET YOUR RAFFLE TICKETS  
YOU HAVE TO BE IN IT TO WIN IT!**



# Spotlight

## C64 June Club Disk

This month's club disk contains a selection of games - something for everyone.

**Brunhilde** - Bruno's stuck in Valhalla Prison, guarded by evil goblins. Only the valiant Brunhilde can rescue him and you will need only one guess to know who you are!

**Crazy Caveman** - A simple game in which you must jump on the boulders as they come at you.

**Cyclons** - A game in which you must shoot everything in sight. There are four different options, Regular, Terrain, Ricochet and Ranking.

**Dragon Flame** - You are a dragon shooting out flames. The object is to prevent any debris reaching the ground.

**Jawbreaker** - This is a "Pacman" type game in which you must move teeth along using a joystick or the keyboard. You must eat the small jawbreakers but if you try to eat the monster jawbreakers then all your teeth will fall out!!! You can play until all four sets of teeth are knocked out before the game ends. (*I wouldn't like to get toothache with that many teeth!.....Ed.*)

**Maze Escape** - This is a strategy game. You find yourself trapped in a huge complex maze made up of 36 interconnecting cubicles containing shimmering crystals and many secret passages.

**Rescue on the Centauri** - A text based game in which your mission is to rescue a captive on a space station.

**Rhyme Concentration** - You must match the sound of the first word with another word under another square.

**Skramble** - A game in which you must hit everything that comes your way, while avoiding being hit yourself.

**Tapper** - In this game you must fill mugs and sling them down the bar to patrons. The object is to serve them before they reach the end of the bar, or you will be slid down the bar to bang your head at the end! If you manage to get any money put on the bar by patrons the dancing girls do a dance on the stage. Actually it's better than it sounds.

**Space Zzzap** - You must try to hit the greatest number of X's in the shortest possible time.

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*This disk will be available from the club librarian for only \$2 at the next club meeting. Back issues are available on request.*

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**PLEASE NOTE THAT THE DOUBLE SIDED TUTORIAL  
DISK IS NO LONGER AVAILABLE**



# ***Accelerators - A look at speedy Amigas!***

***by Bret Edward Eden***

Although most people, especially those in the Commodore 64 lanes, would consider the Amiga to be a fast and flashy machine, that's not always the case, especially with the 500, 1000 and 2000 series Amigas, which run at a lowly 7.4 Megahertz.

## ***Seasoned users realize the speed limitations of older Amigas***

If you've just come from the world of the 64, or a similar 8-Bit machine, it's true you'll be amazed at the sheer power to be found within the Amiga, but if you're a seasoned user like myself, you'll soon begin to realize the speed limitations that the earlier Amigas have.

## ***The answer is an accelerator***

I've owned my Amiga 500 for just over three years, and for a while it performed admirably, much to my pleasure.

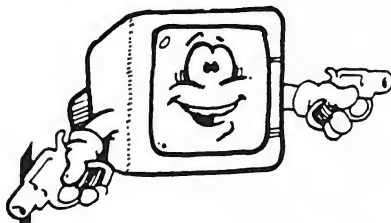
But after having tried several new programs on my Amiga, like paint packages, animation stations and the like, it's got to the stage where I am waiting seemingly for an eternity for it to perform

these fairly simple functions.

The answer here is an accelerator.

## ***A number of different accelerators suit the Amiga***

There are a number of accelerators that suit the Amiga, and they all come in different shapes and sizes, and have their various pros and cons.



The ground floor of accelerators is an enhanced 68000 processor, just like the one found in the Amigas mentioned above, except for the fact that it runs at 14.2 Megahertz, almost twice as fast.

There are a number of these particular processors, and they seem to perform quite well, and at a good price.

## ***Compatibility problems can arise with older software.***

The only drawback is that a large number of

compatibility problems arise with some of the older software.

This can usually be solved by installing a switch that enables the user to flick between the 7mhz 68000 and the 14mhz 68000. To some, however, this is too much trouble, and that takes us to the next in line.

The second type of accelerator is an 020 processor, like the one found in the Amiga 1200, which runs at about 14.2 Megahertz, but much more reliable than the enhanced 68000.

## ***32 Bit is read faster than the 16 Bit used in earlier computers***

These types of processors rely on 32-Bit RAM in order to gain speed, and this is because 32-Bit RAM can be read faster by the computer, providing it has an 020 processor and above, than 16-Bit RAM, which is standard in all early Amigas.

## ***Other accelerators are more complex***

All the other accelerators above the 020 are slightly more complex, and by this I mean they are made up in



## Accelerators by Brett Edward Eden (Continued....)

a slightly more complex fashion, whereas they are, instead of just the CPU, placed on a circuit board along with several other bits and pieces.

These accelerators, like the 030, which is found in the Amiga 3000 and some 4000 series machines, operate at a much higher speed, like 24.9 Megahertz, like the one found in my Amiga, although this speed can vary, ranging from 25mhz up to 50mhz, like some 1200's and 4000's.



Although speed can be a handy thing, how much speed depends upon what sort of task your carrying out.

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### *General tasks will show a great improvement*

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For general tasks around Workbench, a standard 020 will see some great improvements, especially when copying, reading or

otherwise manipulating files and disk devices.

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### *A faster maths co-processor is needed for graphics*

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If you were more into graphics, like Deluxe Paint, fractals or rendering, it would be necessary to obtain a faster maths co-processor in order to gain real speed.

These come in several types, the most common being the 68881 and 68882 processors, the latter being older and slower than the former.

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### *Speed comes at a price!*

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Although speed like this sounds just wonderful, it comes at a price, and this price depends very much on what sort of speed you are after.

Most Amigas can handle the VXL-030 accelerator, which goes at about \$350-375, and that's just the bear

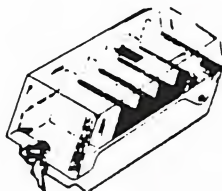
board, no maths co-processor or 32-Bit RAM.

With the above additions, the price rises to somewhere between \$600-1200, and this is only an 030EC 25mhz! (EC, by the way, stands for Economy Chipset, being the lesser and slower of the processors, not having a memory mangement unit).

The GVP 040 40mhz retails at around \$2695, suited to Amiga 1500 and above.

This price may sound a little on the high side, but the 040 40mhz is the TOP of the range when it comes to accelerating the Amiga.

I guess that just about wraps up the accelerator story, but just one last thought: Could YOU imagine a C64 running at 40 mhz!?!



## P.D. Library



The club has access to CD's containing Fred Fish disks, Music Modules for Soundtracker, Workbench Utilities, Scope PD disks, JAM (Just Amiga) disks, 17-BIT and MUCH, MUCH more. Whatever you're looking for, talk to our Librarians, Brett Eden or Darryl Hunter, who will be happy to help you.



# Adventures of a MUG!

by Oddbod

So you want to be a mug?

That was the question put by the dazzlingly-bemedalled, grizzled, experience-wrinkled, stern-but-kindly, gruff-yet-understanding veteran messenger with Eyes that Had Seen a Million Suns, wearing a razor-crisp-yet-slightly-faded-uniform. Who, oddly enough, looked almost exactly like that broken-down old drunk who's played grizzled, experience-wrinkled, stern-but-kindly, gruff-yet-understanding sergeants with Eyes That Had Seen a Million Suns in dozens of samovar spacepics.

Putting aside that transient thought, you listen enthralled as the wonderful old space-dog tells you fantastic and exciting tales of the fabulous and exotic life in the famous Daedalus Interstellar Diplomatic Delivery and Universal Messenger Service (DIDDUMS) of Babel, the planet where dedicated, hard-working and unselfish life-forms from all over the Galaxy meet to serve the ideals of peace, harmony and good-will between all living beings: the United Galaxies organisation.

He tells you how, as a Messenger, United Galaxies, you will carry vital messages to the home-worlds of many incredible and wonderful life-kinds, and how you will experience the often odd but always friendly hospitality of a thousand alien cultures. Full of fervid enthusiasm, your imagination afire with heroic ideas of interstellar derring-do and self-sacrifice, eyes burning with shining idealism, you sign the form the old fellow

has shoved under your nose with what you feel is a dedicated flourish.

At this point, the old man breathes a gusty sigh of relief, practically asphyxiating you, and two large robots lurch out from behind a curtain and grab you by the arms. The old bloke looks up, takes a swig from a bottle he's had hidden and says; "Sorry, kid. It pays better than bit parts, but I'll tell you one thing; You're a MUG 'till you're a twit!"

You struggle for a moment, but it's hopeless. "You mean everything you've told me is a lie?" you gasp.

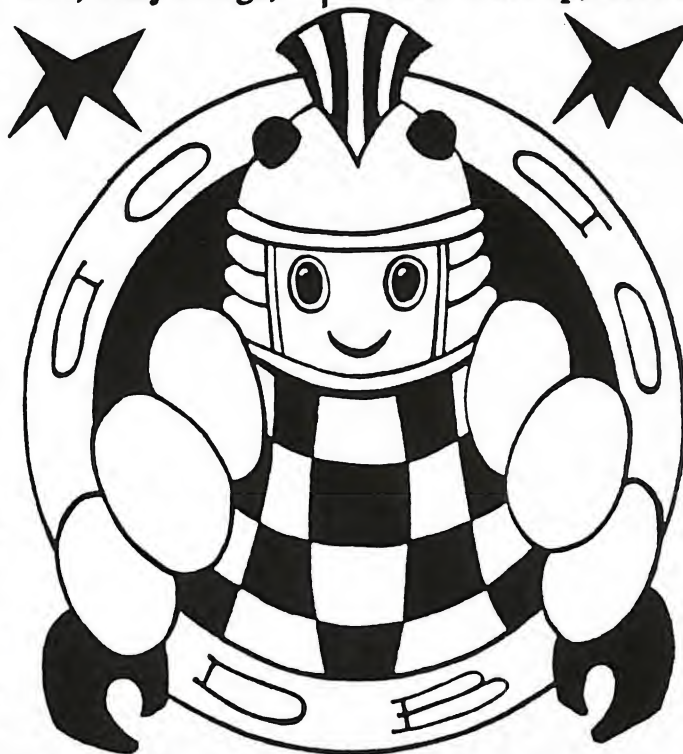
The bottle drops for a moment and rheumy eyes, already wavering, gaze at you. "It's worse than that, kid. All that clap-trap was written by

a bureaucrat. There's millions of them on Babel."

"But what about the needle ships?" you cry, as the robots begin dragging you towards a scrap-heap of rusting metal.

The old man laughs until he chokes. "Needle ships? The closest you're going to get to a needle ship is the Venus over there."

For a moment, you're puzzled..... until you realise that he means the heap of scrap. It can't be..... but it is! It's a ship! And just over the entry-port the robots are dragging you to is a faded board. As you get closer, you read; "His Majesty's Space Tramp 'Venus'." Another sign, to the right of the







# ADVENTURE

## HELP LINE



Help is available on many adventure games by writing to Dorothy Millard, 12 Venetian Court, Croydon, Vic. 3136. Please enclose a large stamped addressed envelope. You can also ring her on (03)725-0682 any day until 5.00 p.m. then between 7.00-9.00 p.m.

Hint Sheets/Solutions are also available for over 600 games for a small fee to cover expenses. Write for a list.

### Adventures of a MUG ! (Continued.....)

entry, says; "Crew Entry." Beneath that, someone has scrawled; "Don't!!"

The robots toss you through the door, straight into the arms of two humans for whom the word; 'Neanderthal' might have been specially coined.

"Hello, shipmate!" says one, but the other nudges him.

"It's not a shipmate, Dolores," he says, "It's a MUG!" Besides, I thought we'd agreed that as soon as we get this," he jabs a gnarled thumb at you, "stowed, we're off this hell-ship for good. Even a planet called 'Dirt' has got to be better than this!"

"Can I beat him up a bit first, Julian? I'm sure I saw him laugh when you said my name."

"Sorry mate, according to the bloke that wrote this rubbish there's too much of that going on in computer games, so there'll be

no alien-bashing in this one."

"But it's not an alien, it's a MUG!"

"Haven't you got no pity, Dolores? Think what's waiting for the poor blighter."

"Oh yeah. Mind you, getting there on THIS bucket's not going to be easy, is it?"

"There's nowhere it says that it's got to be easy for a MUG!"

-----  
Adventures of a MUG is a hilarious, futuristic, fantasy text adventure for the Commodore 64/128 written by Oddbod. It is available in Australia from Dorothy Millard, 12 Venetian Court, Croydon, 3136. Cost only \$2 per disk.

Complete the form below or see Dorothy for a copy.  
-----

Please RUSH me a copy of Adventures of a MUG

Name .....

Address .....

.....

I enclose \$2 plus \$1 postage & packing if applicable  
Mail to: Dorothy Millard, 12 Venetian Court, Croydon, Vic. 3136.



# GeoClub OZ

## The Australian end of GeoClub UK

GeoClub Oz is the Australian end of GeoClub UK. After requesting details, I received a copy of the English Newsletter and the "Oz Pages." In addition I received fliers for The Graphics Company, Cee-64 Alive and JMV Grafix.

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### Over 200 Library Disks are available to members for only \$2 each

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First, we'll have a look at what the English part of the magazine has to offer. The "Disks 'R' Us" section gives reviews of GEOS library disks. They have just reached the 200 mark and the catalogue disk is sent free to members. On the disks are things like Cartoons, GeoView, Borders, Pictures, Christmas Art, Calendars and lots of graphics etc. The disks cost only \$2 each including postage and are available from the Australian connection.



There is details of GeoNews and a list of suppliers. Graphics also feature in the newsletter as does World of Geos Handbooks. There is an interesting calendar and a Program Problems page. The GeoPrint review tells us that the program can do everything that Printshop and Printmaster can plus more. I found it to be a most interesting article.

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### "Oz Pages" give a local flavour to the Geo Club magazine

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Now to the "Oz Pages", this came with a picture of Ayres Rock at the top, and contained items of news, details of new products and letters with a local flavour.

The fliers contained details of graphics disks offered by JMV Grafix and The Graphics Company, details of CMD's latest venture into the realm of Commodore Support and the disk magazine Cee-64 Alive.

If anyone is interested in any of the above or would like to join the GeoClub, the magazine, subscription form and other details are available on the table as you enter.

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### Membership is only \$10 per year

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Cost of membership is only \$10 per year, certainly a good investment and value for money if you are a GEOS fan. If you would like to write for more details the address is: GeoClub Oz, Peter Hunt, 70 Betula Street, Doveton, Vic. 3177.

*Dorothy*

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## A Special Day out in the Hills!


We have been invited to visit Ivan Blitz and the Hills Talisman Group for a special demonstration of modems and bulletin boards.

When?	26th June, 1994.
Time?	12.00 noon for a BYO everything BBQ Lunch
Where?	16 Ferngully Road, Cockatoo (Telephone 059-689-323)

Should you be interested, please contact our President, Bernie O'Shea, so we have some idea of numbers.



# Dealer Directory

<b>McGILLS AUTHORISED NEWSAGENCY</b> 187 Elizabeth St., Melbourne (602-5566) <b>COMPUTER BOOKS DISCOUNT 10%</b>	<b>M.V.B. COMPUTER SUPPLIES</b> 586 Dorset Rd., Croydon (725-6255) <b>GOOD PRICES &amp; FRIENDLY ADVICE</b>	<b>MAXWELL OFFICE EQUIPMENT</b> 162-164 Nicholson St., Abbotsford (419-6811) <b>10% DISCOUNT ON SOFTWARE</b>
	<b>TECHNICAL BOOK &amp; MAGAZINE CO.</b> 295 Swanston St., Melbourne (663-3951) <i>Computer Books (Not Magazines) &amp; Selected Software</i> <b>DISCOUNT 10%</b>	<b>MEGATRON COMPUTER INDUSTRIES</b> 62 Charter St, Ringwood (870-4844) <i>All Commodore Computers Serviced</i> <b>10% DISCOUNT ON LABOUR CHARGE</b>
<b>NOVO COMPUTER HARDWARE</b> 049-201102 P.O. Box 237 Mayfield, NSW, 2304 <b>MEMBER DISCOUNT</b>	<b>COLLINS BOOKSELLERS</b> 401 Swanston St., Melbourne (654-3144) <b>COMPUTER BOOKS ONLY - DISCOUNT 10%</b>	<b>PRESTON ELECTRONIC COMPONENTS</b> 217 High St., Preston (484-8191) <b>10% DISCOUNT</b>
<b>TO OBTAIN THE STATED DISCOUNT YOU SHOULD PRODUCE YOUR CURRENT CLUB MEMBERSHIP CARD</b>		

Virus Scanner: Windows FOUND !!! Delete [Y] ?  
My Amiga can EMULATE anything !!!  
Program Failed. Click [OK] to crash authors HD.  
Double your drive space. Delete Windows !  
Multitasking Amiga. The computer for schizophrenics.  
Keyboard not present. Press F1 to continue.  
The best way to accelerate an IBM, is at 9.8 m/s/s.  
The only way to multitask an IBM, is to run PCTask twice on an Amiga.  
Back up my Hard Disk, I can't find the reverse switch !  
Option '?' not recognised. Type '?' for a list of options.  
Volume EMPTY is full. Only Amiga. :-)  
Always look on the bright side of your monitor.  
Procrastinators do it tomorrow.  
We're lucky we don't have as much government as we pay for.  
File not found. Should I fake it [Y/N] ?  
File not found. I'll load something \*I\* think is interesting.  
Guru Meditation # RND(0) Press Left Mouse to Hang, Right to Crash ...  
IBM multitasking.... 3 terminals and a swivel chair  
Reality.sys failed Reboot Universe (Y/N)?  
Millions of lemmings can't be wrong - throw yourself off a cliff!  
Not enough memory to perform operation. Add 4 Megs and retry.  
Serial.device found....milk.device and sugar.device not found.



## From the Club Shop (Alias Pedlar)

Blank Disks 5 1/4" - \$6 for 10  
3 1/2" - \$9 for 10

Please help by bringing the right money if possible





# Commodore Business Machines (Asia Pacific) Ltd.

12/6 Gladstone Road, Castle Hill, NSW 2154

Ph: (02) 680 3288

Fax: (02) 680 3499

## USER GROUP NEWS

### Introduction

We would like to take this opportunity to welcome you to a new era in the distribution of Amiga products in Australia.

Commodore Asia Pacific previously distributed Amiga products only throughout Asia, and is now also the official distributor for Australia.

There are many things happening in the Amiga world with new products, new prices and a new Commodore and we hope that this will provide you with some important information.

### Commodore Business Machines Pty. Ltd.

At 10 am on 7th February, the directors of Commodore Business Machines Pty. Ltd. incorporated in NSW (also referred to as Commodore Australia) appointed Max Donnelly of Ferrier Hodgson administrator. This action was taken under pressure from a leading Australian bank. Commodore Australia was placed into liquidation following a meeting of its creditors on March 4. Commodore Asia Pacific was then appointed the official Australian distributor of Commodore product.

After the appointment of the administrator, arrangements were made concerning past, present and future warranty of Commodore machines. All warranty is now handled by Compu-Aid. For more details phone Compu-Aid on (02) 898 1555 in Sydney or (03) 466 4466 in Melbourne.

### Amiga Support

This is the beginning of what will be a continued effort by Commodore Asia Pacific to support the Amiga community. We will endeavour to keep Amiga users and supporters informed about products changes.

Commodore Asia Pacific intends to offer a high level of user and technical support. To maintain quality support, a new scheme has been put in place. This new strategy is organised as follows:

Caller Status	Number of Calls	Cost
Normal Caller	2	Free
Previous Financial Hotshots Member	4	Free
Standard Membership	15	\$25

This seems to be the best possible method of providing quality, prompt support. It is our intention that most user support would be able to be handled by the Amiga specialist dealers, and much of our efforts will be directed towards giving dealers sufficient support.

## Melbourne Commodore Computer Club Inc.

If undeliverable return to:

P.O. Box 177,  
BOX HILL, VIC. 3128.

### C LUB MEETING DATES FOR 1994/95

12th January, 1994.	9th February, 1994.	9th March, 1994.
13th April, 1994.	11th May, 1994.	8th June, 1994.
13th July, 1994.	10th August, 1994.	14th September, 1994.
12th October, 1994.	9th November, 1994.	14th December, 1994.
11th January, 1995	8th February, 1995.	8th March, 1995.

**Please Note:**

*All club meetings are on the second Wednesday of each month in the Courtyard Room, Nunawading Civic Centre, Whitehorse Road, Nunawading. The meeting room is available between 7-11 p.m.*